



INTERPHASETM

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INTERPHASE™



BLOCKADE RUNNER

AN INTERPHASE (TM) VIDEO ADVENTURE!

----- Five unique reasons why Blockade Runner is out of this world! -----

1. 3-D EFFECTS!

BLOCKADE RUNNER gives you a commander's eye view in three dimensional form as asteroids and ice crystals realistically flash by the nosecone of your spaceship.

2. PROGRAMMABLE CONTROLS.

BLOCKADE RUNNER is versatile because players can choose their own particular control functions. (Ideal for left-handed players!) You get to select your own button functions at the beginning of each game. Just follow the instructions as they appear and choose your very own controls.

3. A ONE PLAYER GAME.

Although BLOCKADE RUNNER can only be played by one person.

4 VARIABLE SKILL LEVELS.

BLOCKADE RUNNER skill levels are continually variable and may be altered at any time of the game. The player controls the degree of difficulty which is determined by the velocity of the spaceship. Player may choose to relax slightly before more active periods of warfare. A time-out mode is also provided to bring game play to a temporary stand still by pressing 'R' Key. Skilled player will find that they will attain more points at higher speeds.

5 SELF ADJUSTING SKILL LEVELS.

BLOCKADE RUNNER will adjust its own difficulty level with the continuing performance of each player. If a skilled player is gaining points quickly, the game will get increasingly difficult. A lesser skilled player who may not be scoring a high number of points will find that the game will adjust itself to make play less frustrating. BLOCKADE RUNNER will also attempt to judge whether you're skilled or just lucky, and adjust game difficulty to compensate.

-----Introduction -----

You're the commander and pilot of a merchant space freighter fleet. Your command ship is ITI 103. You have four ships in your fleet. Your cargo contains vital supplies for your home base on the planet Earth but your path is blockaded by an alien fleet. Your only chance of running past the blockade is to travel through an asteroid belt to escape detection by enemy radar. You're viewing the galaxy as it unfolds before you.

SHIPS: ITI 103, ITI 102, ITI 101 and ITI 100

-----THE DANGERS -----

Asteroids will damage the ship upon collision. The enemy has also placed robot space mines along your route. Should you get by there dangers, there are still enemy ships waiting up ahead when the asteroids thin out!

-----YOUR SHIP'S POWER -----

Nuclear fusion powers your ship. High velocity jets of water are used as fuel or reaction mass. When your supply of water runs low (listen for the audible alarm), watch for clouds of bright blue ice crystals and steer into them. Your water supply will then be replenished.

-----DEFLECTOR SHIELDS -----

Your ship is protected by deflector shields which convert the kinetic energy of asteroid collisions into heat. The more collisions, the higher the temperature, but don't worry, commander ... your shields cool slowly with time elapsed and with collected ice crystals. But watch your shields temperature... if they overheat, your ship will be destroyed. The further you travel into the asteroid belt, the more energy delivered by each rock collision. Excess steering to avoid collisions will rapidly deplete your fuel supply.

-----ALL ABOUT ROBOT MINES -----

When you encounter robot mines, you must attack within 10 seconds, or they will explode. Just prior to explosion, they will pulse bright blue. Use your limited supply of missiles to shoot them down. These missiles will follow any object in the crosshairs at the instant you press the firing button. You can also blow up rocks, but you'll waste a valuable missile. Your ship's stores can deliver more missiles, but only at a limited rate. Audible and visual advance warnings are given (crosshairs flash red) whenever robot mines are ahead. Note that powering down on your reactor confuses robot mines causing them to disappear. However, this tactic means that you can't steer your ship and you'll have to accept rock collisions while you wait for the mines to disappear. If your shields are hot, this may not be a good move!

-----ALIEN SHIPS -----

Alien ships may appear from behind without warning, but they must turn and face your ship before they can fire their plasma weapons. Each hit on your ship by a plasma cloud will heat your shield by another 30% towards an explosion on board, but you can evade the clouds with good space commander steering techniques. Alien ships are tricky as they may remain outside your missile range, while their plasma weapons are well within striking distance of your ship. So be cautious!

You may be able to trick them by slowing down your ship, allowing them to advance while you suddenly accelerate and fire before they have time to retreat. But be careful, because the alien ships have shields, too. A single missile hit will not destroy them. Three hits will usually destroy them. (Watch for their shield colours changing from grey to yellow to purple. Do not ignore alien ships because they will eventually blow up, taking your ship with them.

----- Preparation for play -----

1. Make sure your BLOCKADE RUNNER game Diskette is placed label side up in the 1541 Disk Drive.
2. Turn on your TV and tune it to the same channel as the Channel Select Switch on your computer (channel 3 or 4).
3. Turn the computer ON/OFF switch to ON. At the READY! Prompt Type: LOAD"*,8,1
4. Once the "Interphase Presents Blockade Runner" title appears on your TV, press the FIRE button on the Joystick controller. Make sure it is in PORT 2.
5. Your TV will show on the display the CONTROL OPTIONS for playing BLOCKADE RUNNER.
6. Once you have the flashing screen appear you can now press FIRE to begin your quest to Earth!
7. To start another game, press FIRE again.

NOTE: Make sure your Disk Drive is off before removing or inserting a Disk.

----- Control of your ship -----

BLOCKADE RUNNER has programmable controls.

Slow Key: O

This control will slow down your ship. If you hold this Key down beyond the minimum throttle point, your reactor will shut down.

Fast Key: Z

This Key will accelerate your ship. If your reactor is shut down, the pressing of this Key will automatically start up the reactor before the throttle moves.

----- Fire -----

This launches your missiles which will be needed during your perilous voyage. Each Ship has 15.

----- Stick -----

Has 4 Posistions:

LEFT Moves Ship in Leftward Motion

RIGHT Moves Ship in Rightward Motion

FORWARD Moves Ship in Downward Motion

BACKWARD Moves Ship in Upward Motion

----- Scoring -----

Discription	+ Points	Discription	- Points
Each unit of distance	+ 5	Each second passed	- 50
Each refuelling with ice	+ 1000	Each collision	- 1250
Each enemy ship destroyed	+ 5000	Each mine that explodes	- 1000
Each mine destroyed	+ 12500	Each loss of a ship	- 5000
For reaching your destination	+ 10000		

WARRANTY

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----- INTERPHASE (TM) -----

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----- MHI Credits: -----

Cracked and Documents typed by MAD MAX of MHI!

HINT: Do not press RESTORE as game crashes.

Enjoy!

ALIEN SHIP
ROBOT MINE
ASTEROIDS
CONTROL PANEL
ICE CRYSTALS
HOME PLANET
EARTH
MOON

